SWOOC GAMES

We Can Restore The Planet, Help Farmers, And Have A Blast Doing It.

They smile. We smile. #**everybody**wins

Splinter Woodworking Co. was born out of a garage in Delray Beach, FL in 2015. Originally a home woodshop, we have become one of the fastest-growing game companies in the US. Our passion for new games and designs led us to expand from wooden games to awesome games of any material.

Now known as SWOOC, we deliver original designs, premium quality, award-winning customer service, and our commitment to giving back. Play with us today and see the SWOOC difference!

www.SwoocGames.com
1 (877) 436-5204

SWOOC GAMES

RUSTIC RING TOSS

AGES 3+ | 2-8 PLAYERS

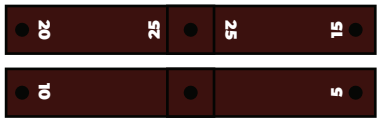
ASSEMBLY TIME: LESS THAN A MINUTE

NO TOOLS REQUIRED

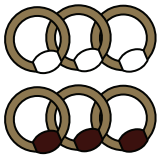
INCLUDES

4 CORNER POSTS

1 MIDDLE POST



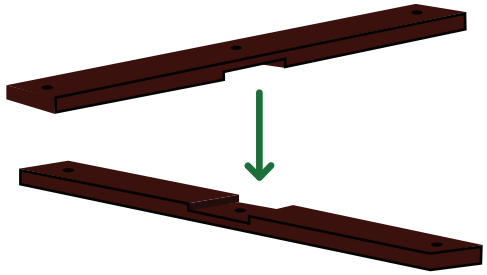
2 TARGET FRAMES

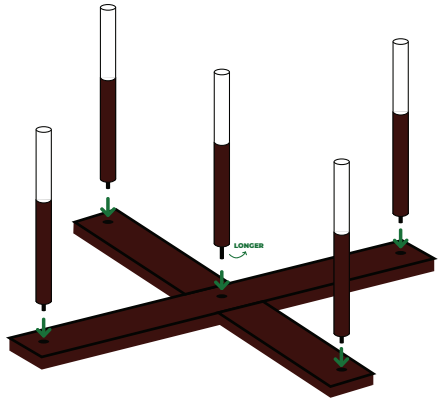


3 WHITE TOSSING RINGS

3 BROWN TOSSING RINGS

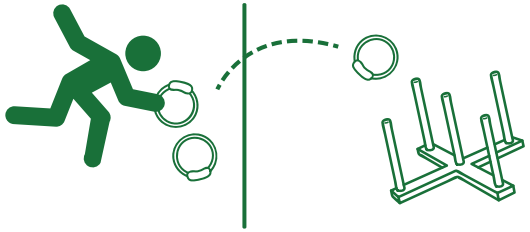
FRAME ASSEMBLY





THE GROUND RULES

Make a line 5-10ft away from the target (depending on age and skill level). Players must toss from behind this line at all times unless they are playing a game that specifically states a different throwing location.



To determine who goes first, the 2 opposing players will each toss a ring at the same time. The player or team who scores the highest will go first. If it's a tie, the players must toss again until a winner is determined.

CHOOSE YOUR GAME

CLASSIC RING TOSS 2-4 PLAYERS

Alterrnating turns after each toss, both players/teams toss their 3 rings each round. and keep tally of points scored. First player to score 200 or more points wins! (For a longer game, you can go up to 300-500 points)

15 TOSSES 2-4 PLAYERS

Alternating turns after each toss, both players/teams toss their 3 rings for 5 rounds and keep tally of points scored. The player/team with the highest score after 5 rounds (15 tosses) wins.

T-O-S-S 2-8 PLAYERS

Similar to the classic basketball shooting game H-O-R-S-E, 1 player chooses where they want to toss from and the post they are aiming for. If their ring lands on that post, the other players must toss from the exact same location. Any of the other players that do not land their shot get a letter. (The first time they get a T, the second time, an O, etc. until they spell T-O-S-S and then they are out). Any players that do land their shot do NOT get a letter. If the original shooter does not land on the board, the next player will choose a location and shoot from there. Play continues until all players except 1 spell T-O-S-S. The remaining player is the winner.

HORSESHOES 2-4 PLAYERS

Each player / team alternates turns after tossing 3 rings. Any ring that lands on the center post scores 4 points. All other posts are 3 points. Rings that miss posts but are still touching or leaning on them score 2 points. If your ring is not touching any post, but is touching the base of the target it scores 1 point. Play continues until the first player or team reaches 40 points or more.

GOLF 2-4 PLAYERS

Players/teams take turns tossing their 3 rings for 18 rounds and keep tally of points scored. The player/team with the LOWEST score after 18 round wins. Tosses that do not land on any posts are scored as 25 points. 1 mulligan (do over) for each player per game.

TRAP ZONE 2-8 PLAYERS

Players decide on a "trap zone" which will give negative points if a ring lands in it. For example, if the 10 point post is chosen as the trap zone and a player/team lands a ring on that post, they automatically lose 10 points. First to reach or go over 200 points wins.

305 2-4 PLAYERS

Each player/team starts with 305 points. The goal of the game is to get exactly 0 points. Alternating turns after each toss, both players/teams toss their rings each round and reduce their point total by their total points landed in the round. The first player/team to score exactly 0 points wins. If on a turn your score goes below 0, then you do not reduce your point total and play continues until someone reaches exactly 0.

LONG TOSS 2-4 PLAYERS

Alternating turns after each toss, players/teams toss 3 rings each round from the distance of their choice. Those who tossed the ring from the furthest distance away that lands around the center post wins the round and scores the total of all of their landed tosses for the round (even if one is not around the center post). If nobody lands on the center post, then no points are scored. Players alternate who goes first each round. First player/team to score 100 points wins.

AROUND THE WORLD BASKETBALL STYLE 2-6 PLAYERS

Mark 6 spots in a circle around the target, with varying distances. Have players start from the first spot. If a player lands on any post, they continue on to the next spot in succession and toss again until they miss. When a player misses, they remain in the same spot and end their turn. Play continues until a player/team tosses from all positions, having gone "around the world".

30 SECONDS OR LESS 2-8 PLAYERS

Each player starts with 6 rings. Set a timer for 30 seconds. The first player will toss their rings from behind the designated line. Rings that land can either be left on the post to be scored when the time's up, or the player can try to remove and toss again. Rings that miss can be retrieved, brought back to the designated line, and tossed again during the 30 seconds. The player's score will be the tally of the rings that land around the posts at the end of the 30 seconds. So if you remove the ring, the initial score will not count. Just where the ring ends up at the end of the 30 seconds counts. After 30 seconds, the next player goes. Player with the highest score wins.

15+ WAYS TO PLAY

9 HOLE 2-4 PLAYERS

Mark 9 spots around the play area at different angles and preferably longer distances. Start from spot #1. Each player only needs one ring. The goal is to simply land your ring around the center post. If you miss the target, leave the ring where it is and the next player tosses. After all players have taken their turn, the players that missed will toss again from the place their ring landed. Play continues until all players land their rings around the center post. Tally up how many tosses it took for each player to land their rings around the center post. Continue the same process for the remaining 8 spots. Tally up the total tosses for each player for all 9 spots. Lowest score wins. This should feel just like golf if you're playing it right.

35 2-4 PLAYERS

Each player/team takes turns tossing 3 rings and must score exactly 35. The first player/team to do so wins. Each player/team plays for an even number of rounds. If both teams score 35 in the same round they cancel each other out and play continues.

AROUND THE WORLD DARTS STYLE 2-4 PLAYERS

Alternating turns after each toss, both players/teams toss their ring with the goal of hitting the numbers 5-20 in ascending order. Ex. Player 1 must land on the 5 post before continuing to 10 on their next turn. If a player lands their ring they can go again until they miss. If a player misses, they will start their next turn from whichever number they left off from. Once a player goes Around The WORLD (lands 5-20 in ascending order), they must land one more on 25 (the bullseye). First person to hit the bullseye wins.

LAST MAN STANDING 2-8 PLAYERS

The first player tosses 3 rings and tries to get the highest score they can. The next person has to either meet or beat that score. If they do, play continues to the next person after that who has to beat the 2nd player. If the 2nd player fails to beat the score of the person before them, they gets an "X" and the high score to beat resets for the third player. If any player gets 3 X's, they're out. Last man standing wins.

3 LIVES 4-5 PLAYERS

Each player is assigned a different one of the posts from the target. That post's number is their number for the rest of the game. Write down who is which number, and the number 3 next to it (for their number of lives). Each player takes turns tossing 1 ring. Players will target their own number until they have landed on their own number 3 times. Then they become an ELIMINATOR. Once any player becomes an ELIMINATOR they will then target the other players posts. Each time an ELIMINATOR scores on another player's post, the other player loses 1 life. When a player reaches 0 lives they are out. There can be any number of ELIMINATORS at any given time, and the last player remaining with at least 1 life wins.

BLIND SHOT 4-8 PLAYERS

Players are blindfolded and must turn around 3 times before trying to toss their 3 rings. Their teammates will communicate with that player to give directions and help them in lining up each shot. Teams alternate turns after each player. First to score 200 wins.

USE & CARE

The wood is sealed for a water and weather resistant finish, although it is still recommended to be stored inside and not intentionally left in wet or humid conditions to extend the life and beauty of the game.

Don't forget to register your 1 year limited warranty!
It only takes a few seconds right through your phone.

Text RINGTOSS to 900900
Product Code: RING-TOSS

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